PREPARATION

Unleash The Typhoon is a short D&D adventure for four 1stlevel player characters (PCs). The scenario takes place on a volcano that has long been dormant. The arrival of powerful beasts has caused it to erupt into a plume of fire and ash. The battle that will be remmebered for all eternity will be be fought on this battlefield.

ADVENTURE

BACKGROUND

After the Olympian gods’ glorious victory over the titans, Mother Earth Gaea became very angry with Zeus,the King of the Gods because she felt that he had treated her sons, the Titans, unjustly.

So Gaea unified with Tartarus, the symbolization of the depths of the underworld, to create a devastating monster that would destroy Zeus along with the other gods.

Typhon was described in legend, as one of the largest and most fearsome of all creatures. His human upper half reached as high as the stars. His hands reached east and west and had a hundred dragon heads on each. He was feared even by the mighty gods. His bottom half was gigantic viper coils that could reach the top of his head when stretched out and made a hissing noise. His whole body was covered in wings, and fire flashed from his eyes. Typhoon started destroying cities and hurling mountains in a fit of rage.

This monster was so fearsome these immoral deities were shaken to the core just to see this mythical beast rampage though the land. The only those who sought to fight for their position at godhood took action to fend off this beast. Zeus had called to his brothers to join in his fight. The God of War, Ares, answered to this call with fierce excitement to go into war with such a monster that even his peers felt fear from. Hades who would not be undone by a meer creation chose to aid in the fight to upkeep his title of the Lord of the Underworld. Posideon who was the ruler of all water was angered seeing the Typhoon hurling mountains and drowning cities by the use of oceans. The four most powerful gods are going to join together to put an end to what is the most feared creature ever born.

ADVENTURE SYNOPSIS

The characters start at the bottom of the volcano. At this period the Typhoon is at the rim raging in the heat and causing eruptions. The PCs will have to make it to the top of the Volcano and use the land to crush him and seal him under the mountain. This would be done by using the land to their advantage.

ADVENTURE HOOKS

As DM, you know best how to involve your players and their charactesr in an adventure. You can use the following adventure hooks to sput your imagination, modifying them as necessary to make them appropriate for the characters interests.

* Any player has the ability to seal the Typhoon, the PC Zeus is not the only one.
* The Typhoon spawns may be sent out first before the fight with Typhoon, or after.
* Smokey, fiery debris may be allowed to hit the PCs and NPCs causing damage.

BEGINNING THE

ADVENTURE

*Unleash the Typhoon* is primarily a site-based

adventure, it begins with the PCs against the legendary Typhoon. His sealment inside the volcano sets his spawns to come forth and fight.

## -Characters

**Zeus**: Zeus has long and white hair and and grey eyes with a trimmed bear. He wears a long white trench coat with a gold belt. Zeus carries around a silver pole that lights at the tip with thunder. Zeus has the power to fly has fast as a thunder and is able to attack and use thunder with or with out his pole.As the most powerful God he also has the power to change the weather and make it as good or bad as he wants it to be. Zeus carries nothing else but his pole. Zeus is at his strongest when he has his magical pole with him and with that pole one of Zeus MAJOR power it that he can strike anyone with thunder and kill them with in 1 mile of him. One MINOR power is the power to stop time for a limited amount of time. The Second MINOR power is to make someone attack themselves with the strongest power they have.

**Hades**: Hades has light blue hair that is lighted by fire. He wears black and navy blue colors. Hades has long nails that allows him to shoot fire through his fingers(Minor Power). He can also summon his little devil helpers to protect him from harm(Minor Power). Hades has the ability to turn himself into a monster that has 3 heads and a tail that is 15ft(Major Power). When he turns into the monster his power increase 30%.

**Ares:** is the greek god of war. He is the son of Zeus and Hera. The symbol of Ares is often held to be a dog and a vulture. The greek god of war; Ares rode into battle on a chariot, carried a shield and a spare and wore a bronze armor. The power of war; the power to incite violence in the hearts and minds of men and of nations. 

**Poseidon:** is the god of the sea and as “earth-shaker” of earthquakes . Poseidon has the power over all water, he can move it to will. He can create storms and have control over ocean currents. With his weapon called a trident he can create energy blasts and cause earthquakes.

Map

## -The Warm Up

The sky has been slowly darkening all day, and

the smell of rain has been thick in the air. Now it

has finally begun to fall, accompanied by loud

peals of thunder that seem to roll across the landscape.

The sun is hidden behind massive stormclouds,

and a cold wind blows from the north. As

bolts of lightning begin to slam from cloud to

ground and pieces of hail begin to strike the

earth the Typhoon rises and sees the Gods whom have forsaken the titans. Fire rages in his eyes and all 100 dragon heads on his arms begin to howl. He sends off spawns to feast on the Gods.

**Creatures:** Typhoon Spawn Lightning,Typhoon, Spawn Water, Typhoon Spawn Fire

**Lighting Typhoon:** Hits Dice: 8d6+7

Initiative: +1

Speed: (10 squares)

Amor Class: +7

Base Attack: laser hit +10

Attack: shoots lighting through it’s tail +16 Full Attack: tail slap +18

Space Reach: 10 squares

Special Attack: raining lighting +21

**Fire Typhoon**: Hits Dice: 9d3+6

Initiative: +2

Speed: (10 squares)

Amor Class: +7

Base Attack: tail hit +12

Attack: throws fire +15

Full Attack: burn +16

Space Reach: 10 squares

Special Attack: sound waves +19

**Water Typhoon:** Hit dice: 8d2+9  
Initiative: +6  
Speed: 15 Ft (3 squares)  
Armor Class: 12  
Base Attack: +3/+4  
Attack: Throws water with a force that pushes the opponent away +5  
Full Attack: His water freezes anything or anyone +6  
Space Reach: 9 squares  
Special Attack: can drown the opponent in any type of liquid +6  
Special Quality: Flies when water is around +4  
Skills: Jumps high +7

**Treasure:** 1 Typhoon Talisman, 2 health elixers.

## -The Battle

The sky has gotten worse, thunder, earthquakes and fires have been released from this powerful beast. The Typhoon enraged by the loss of his spawns has been excited to face the opponents.

His wings open up and releases a powerful cry that even shake the Gods. The Typhoon sets and prepares for battle.

**Creatures:** Typhoon

Typhoon : ??? (Waiting for Character Development

Traps: Typhoon Seal: After the talisman has been used on the the Typhoon his is trapped in a burial chamber were he is sealed and the fight ends.

Treasure: There is no treasure for this battle.

CONCLUDING THE

ADVENTURE

The adventure is over when Typhoon has been

defeated and sealed all the other monsters have been clearedout of the tor. Once those conditions have been met,the sky calms and the sun being to shine.

FURTHER ADVENTURES

The Gods have faired well against this Legendary beast. The titans have been unheeded when their revenge will be swift and powerful. The Typhoon is sealed, for now. They have somthing more powerful in store after seeing the battle.